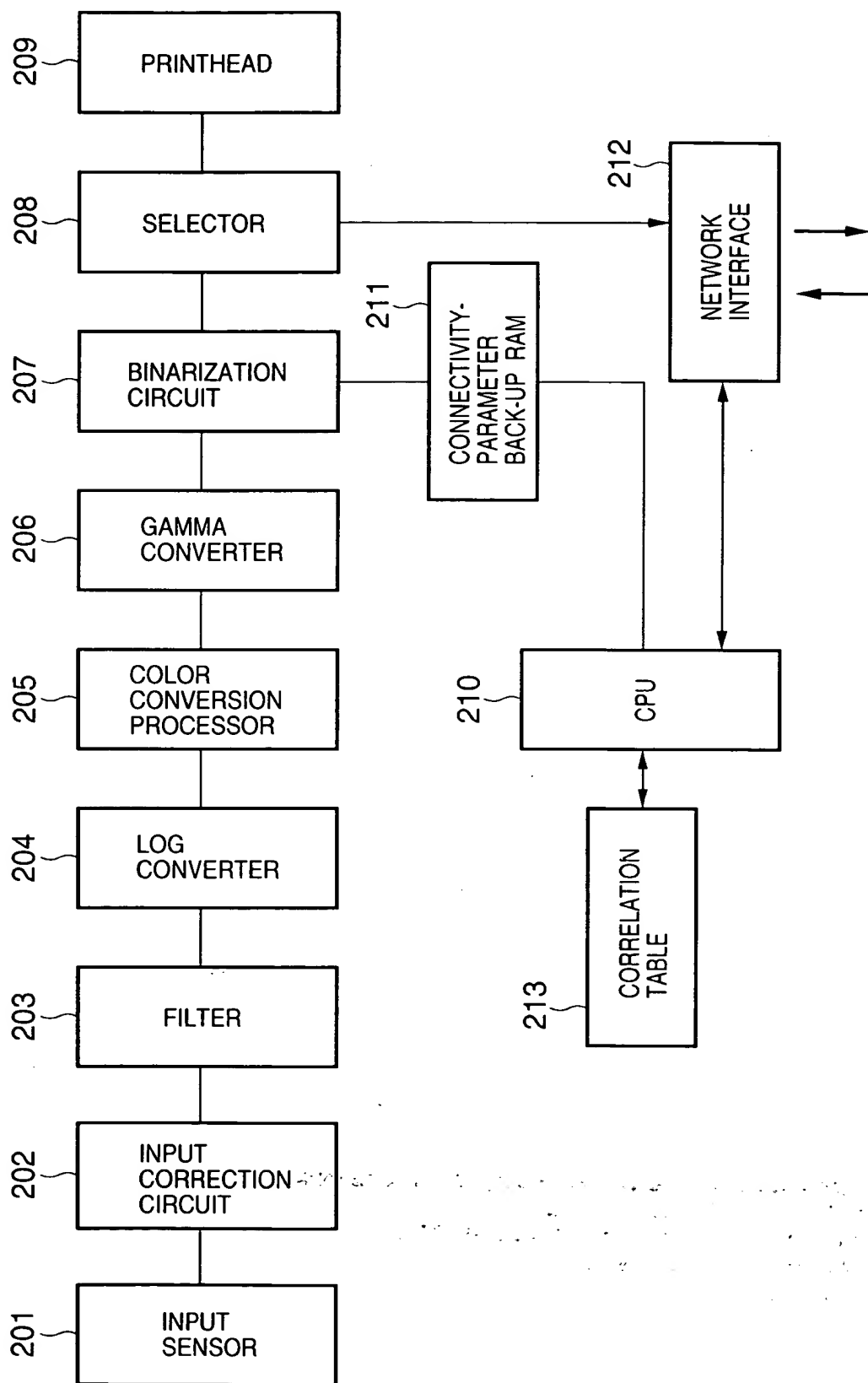
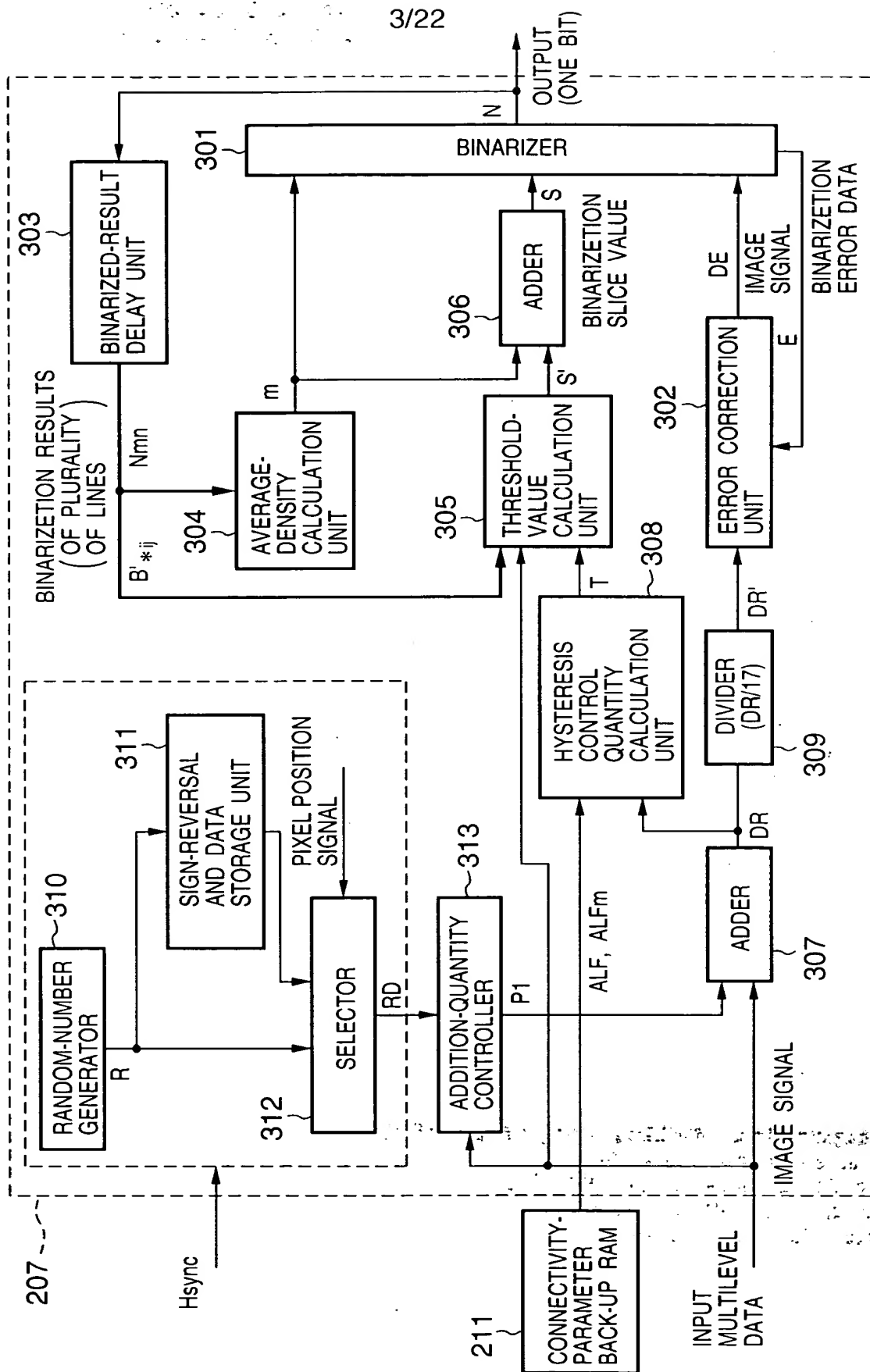




FIG. 2



207



## FIG. 4

308

```

if( DR ≤ LR1){
    || = 0;
}
else if( LR1 < DR && DR ≤ LR2 ){
    || = ( DR - LR1 ) * ( ALF * 256 / ( LR2 - LR1 ) ) / 256;
}
else if( LR2 < DR && DR ≤ LR3 ){
    || = ALF;
}
else if( LR3 < DR && DR ≤ LR4 ){
    || = ALF - ( DR - LR3 ) * ( ALF * 256 / ( LR4 - LR3 ) ) / 256;
}
else{
    || = 0;
}
T = || - ALFm

```

※ SETTINGS BY CPU

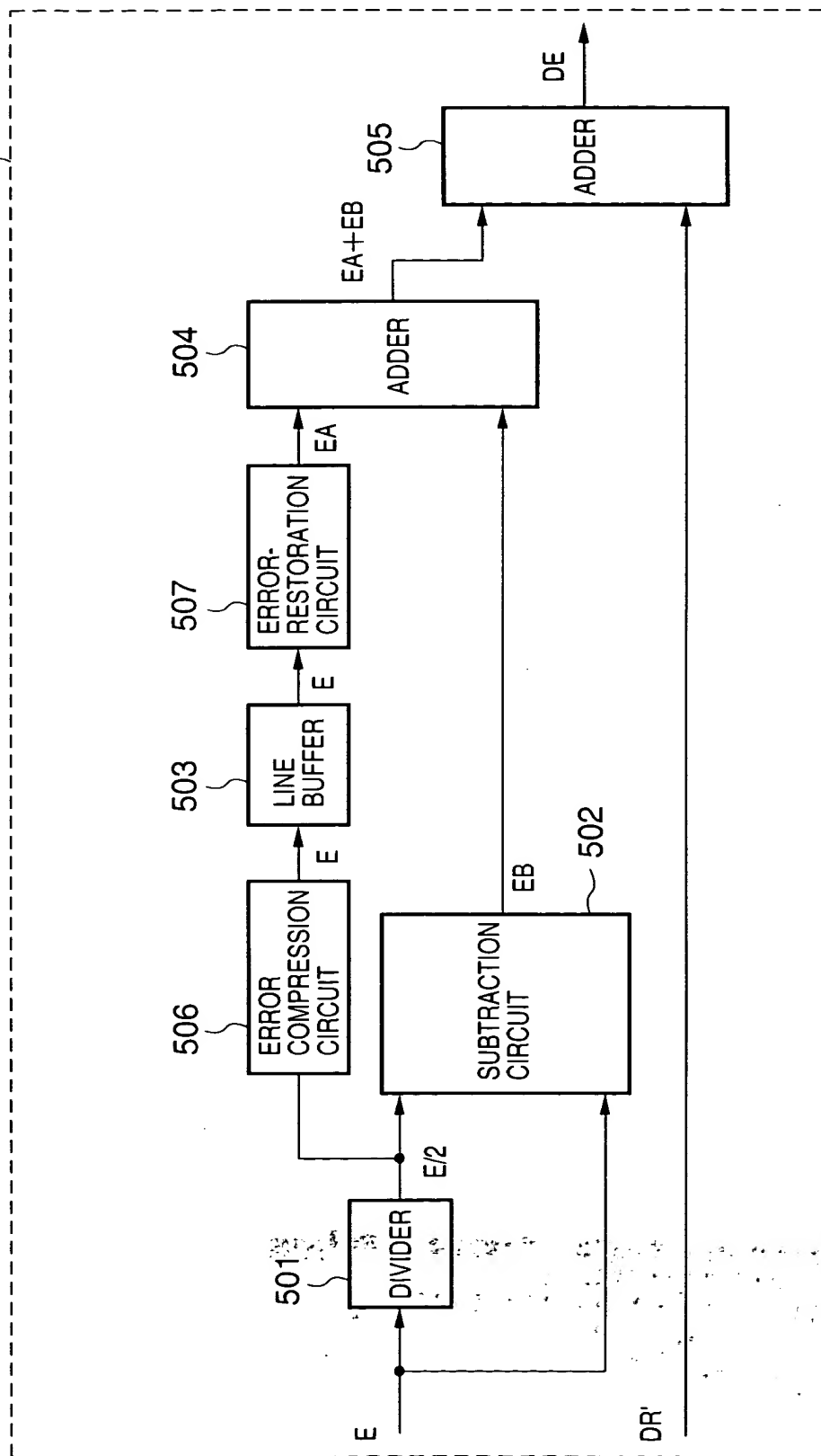
LR1 : CONSTANT(16)  
 LR2 : CONSTANT(48)  
 LR3 : CONSTANT(223)  
 LR4 : CONSTANT(225)

※ INPUT FROM BACK-UP  
RAM 211

ALF : CONSTANT(32)  
 ALFm : CONSTANT(16)

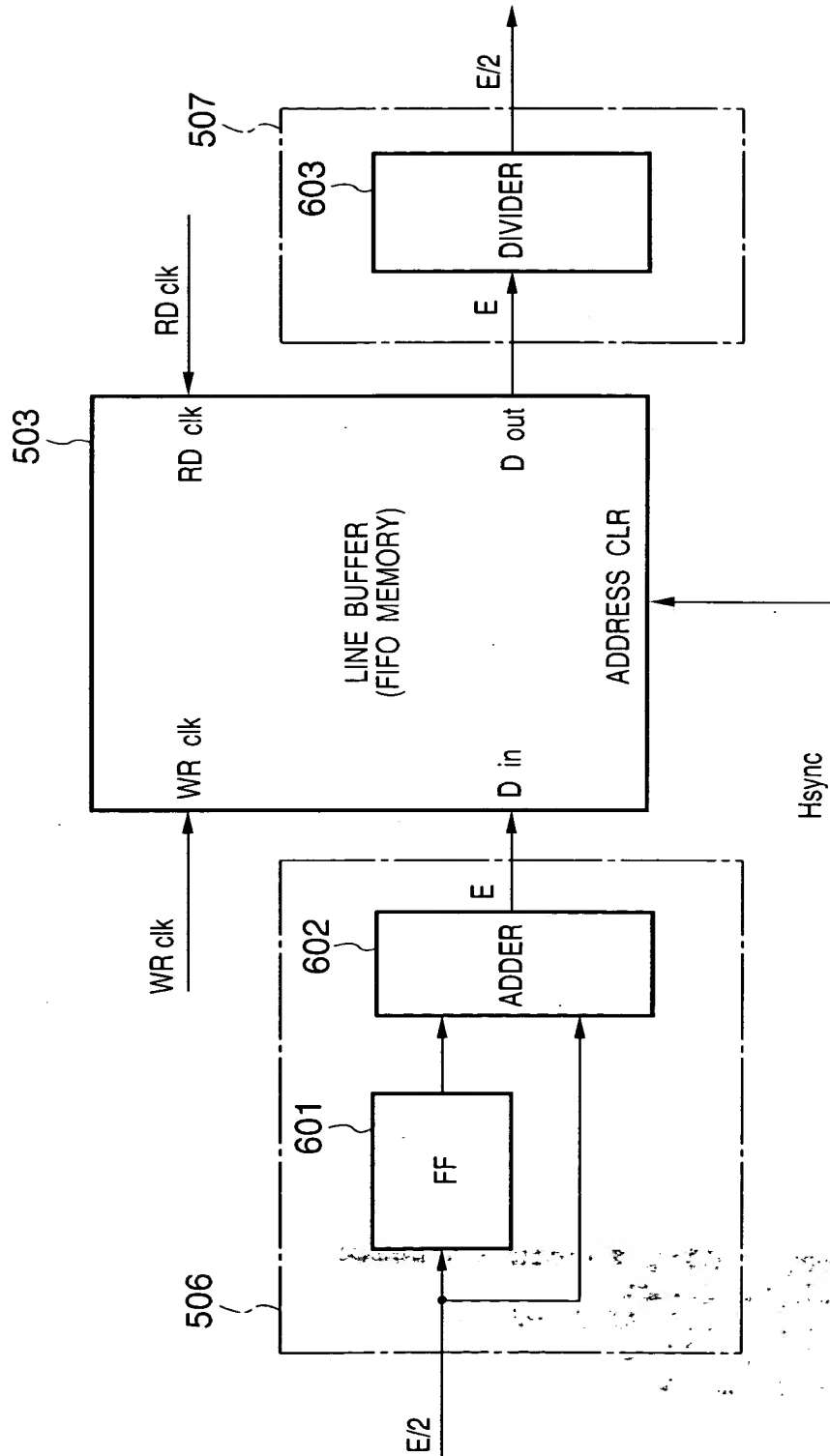
FIG. 5

302

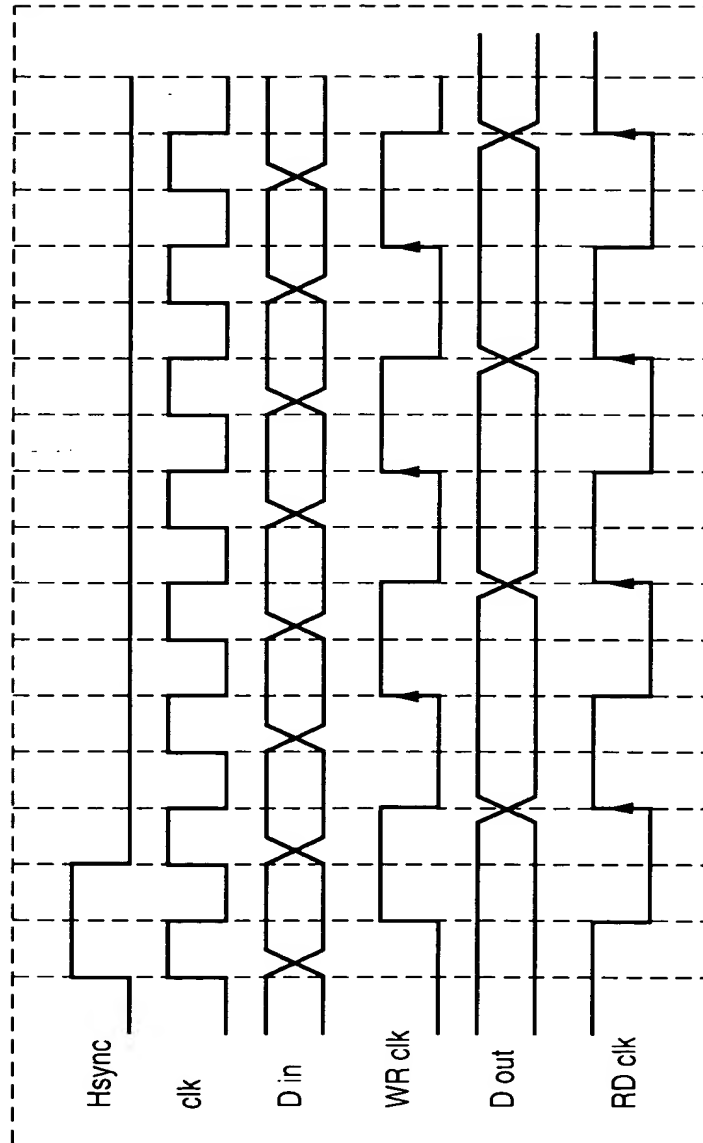


6/22

FIG. 6

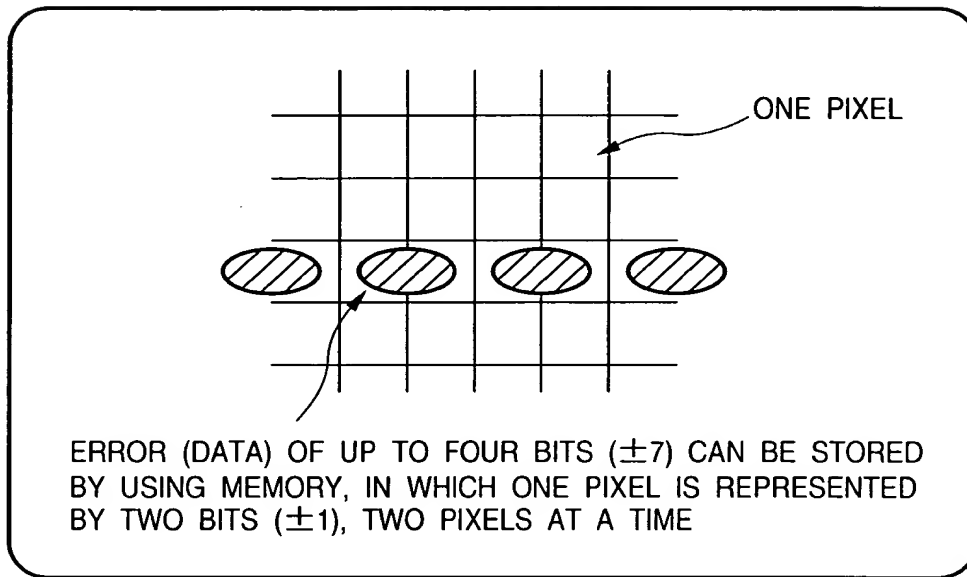


**Fig. 7**



8/22

**FIG. 8**



**FIG. 9**

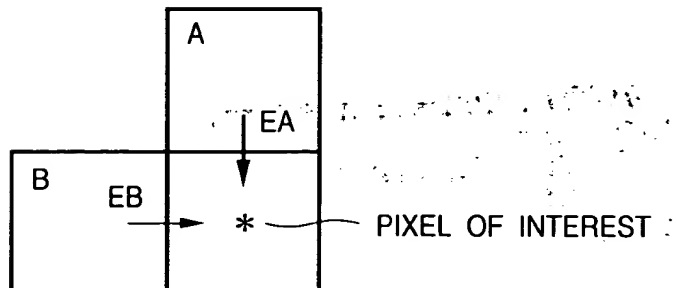
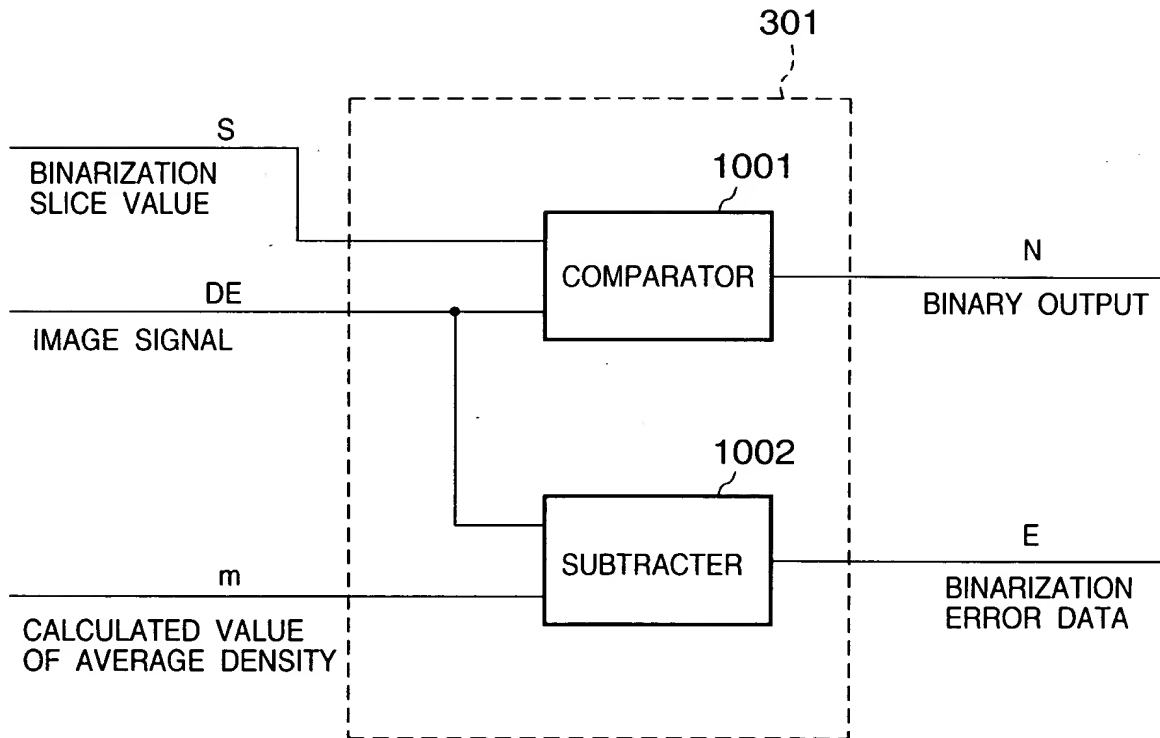
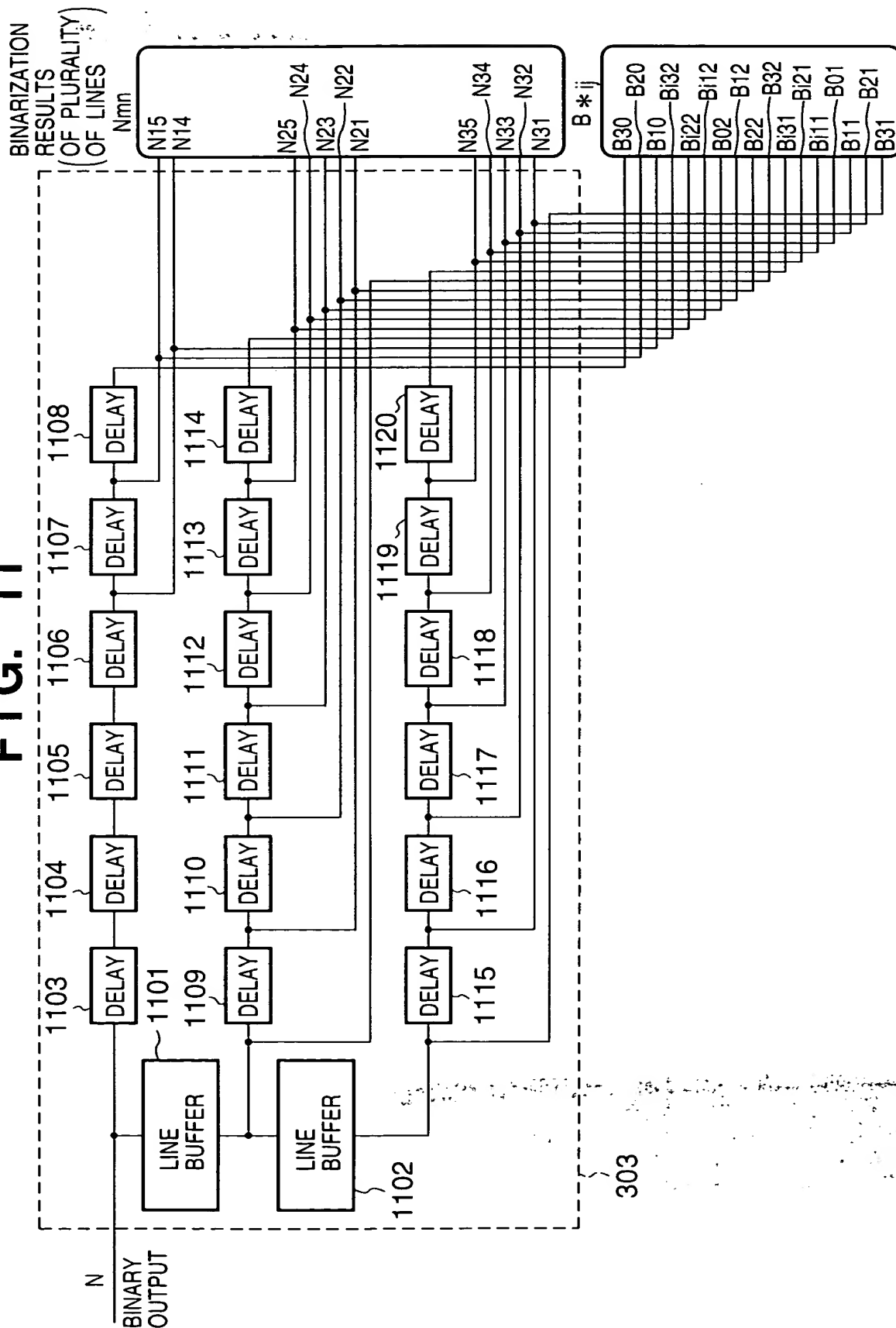


FIG. 10



00E001" 26282950

FIG. 11



11/22

**FIG. 12**

N35	N34	N33	N32	N31
N25	N24	N23	N22	N21
N15	N14			



PIXEL OF INTEREST

00E00T" /628/960

12/22

FIG. 13

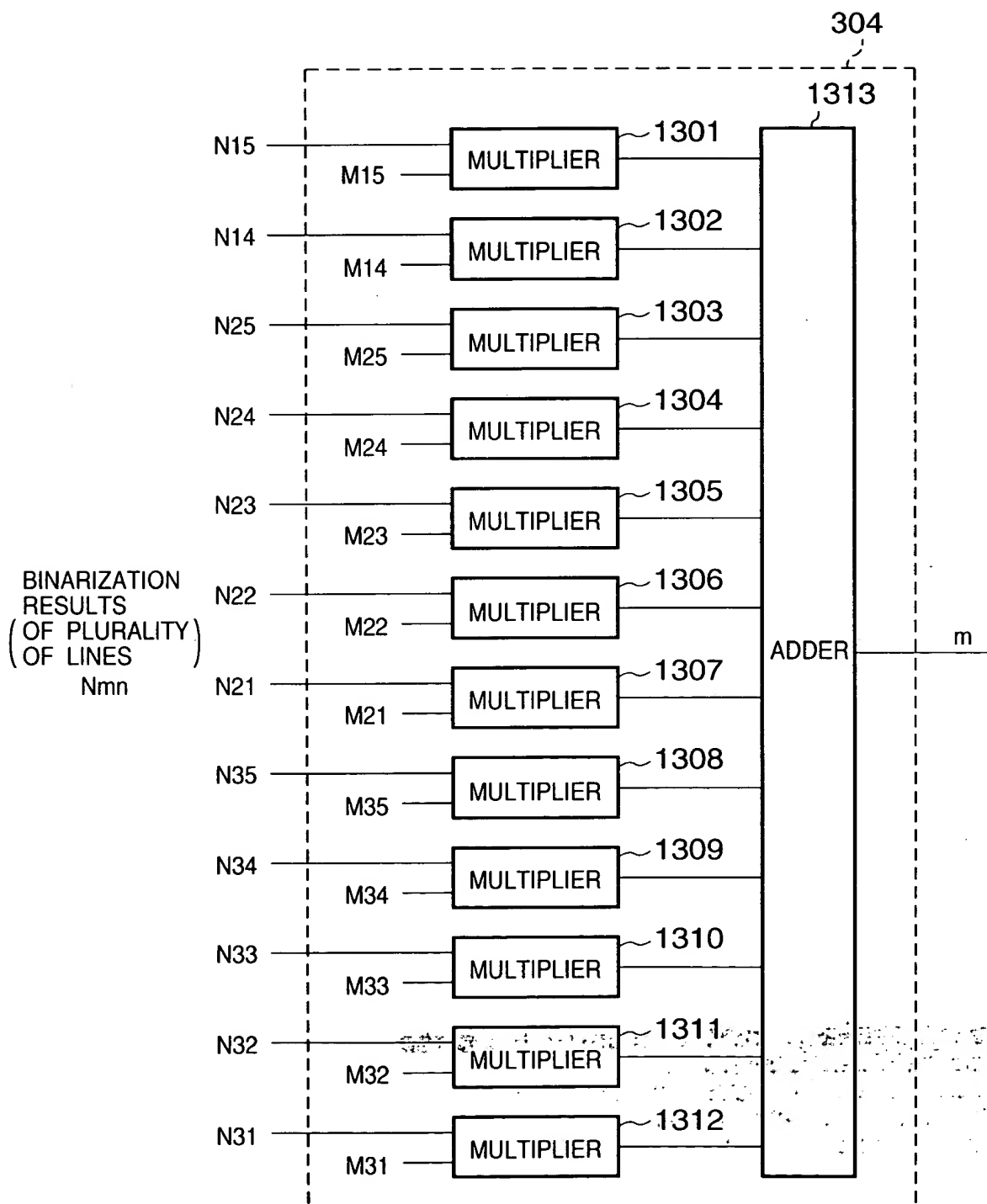


FIG. 14

M35	M34	M33	M32	M31
M25	M24	M23	M22	M21
M15	M14			

\* PIXEL OF INTEREST

$$M_{35} = M_{34} = M_{32} = M_{31} = M_{25} = 0$$
$$M_{33} = M_{21} = M_{15} = 1$$
$$M_{24} = M_{22} = 2$$
$$M_{23} = M_{14} = 4$$

## FIG. 15

305

```

A=T/LT1;
B=T/LT2;

if(B32==0 && B22==1 && B12==0 && B21==0 && B11==1 && B01==0){
    S'=15;
}
else if(Bi12==0 && Bi22==1 && Bi32==0 && B01==0 && Bi11==1 && Bi21==0){
    S'=15;
}
else if(B12==0 && B02==0 && Bi12==0 && Bi22==0 && Bi32==0
        && B11==0 && B01==0 && Bi11==1 && Bi21==0 && Bi31==0 && B20==0){
    if(D<31){S'=15;}
    else{    S'=0;}
}
else if(B32==0 && B22==0 && B12==0 && B02==0 && Bi12==0
        && B31==0 && B21==0 && B11==1 && B01==0 && Bi11==0 && B20==0){
    if(D<31){S'=15;}
    else{    S'=0;}
}
else if(B02==0 && Bi12==0 && B11==0 && B01==1 && Bi11==1 && Bi21==0 && B20==0){
    S'=-A;
}
else if(B02==0 || Bi12==0) && B11==0 && B01==1 && Bi11==1 && Bi21==0){
    S'=-B;
}
else if(B12==0 && B02==0 && B21==0 && B11==1 && B01==1 && Bi11==0 && B20==0){
    S'=-A;
}
else if(B12==0 || B02==0) && B21==0 && B11==1 && B01==1 && Bi11==0){
    S'=-B;
}
else if(B12==0 && B02==0 && B21==0 && Bi11==0 && Bi21==0 && B20==0){
    S'=-A;
}
else if(B12==0 && B02==1 && Bi12==0 && B21==0 && B11==1 && B01==0){
    S'=-B;
}
else{
    S'=0;
}


```

※

LT1 : CONSTANT(2)  
 LT2 : CONSTANT(4)  
 LT3 : CONSTANT(8)  
 LT4 : CONSTANT(16)

00E00T" / 628 / 960

**FIG. 16**

B32	B22	B12	B02	Bi12	Bi22	Bi32
B31	B21	B11	B01	Bi11	Bi21	Bi31
B30	B20			 PIXEL OF INTEREST		

**FIG. 17**

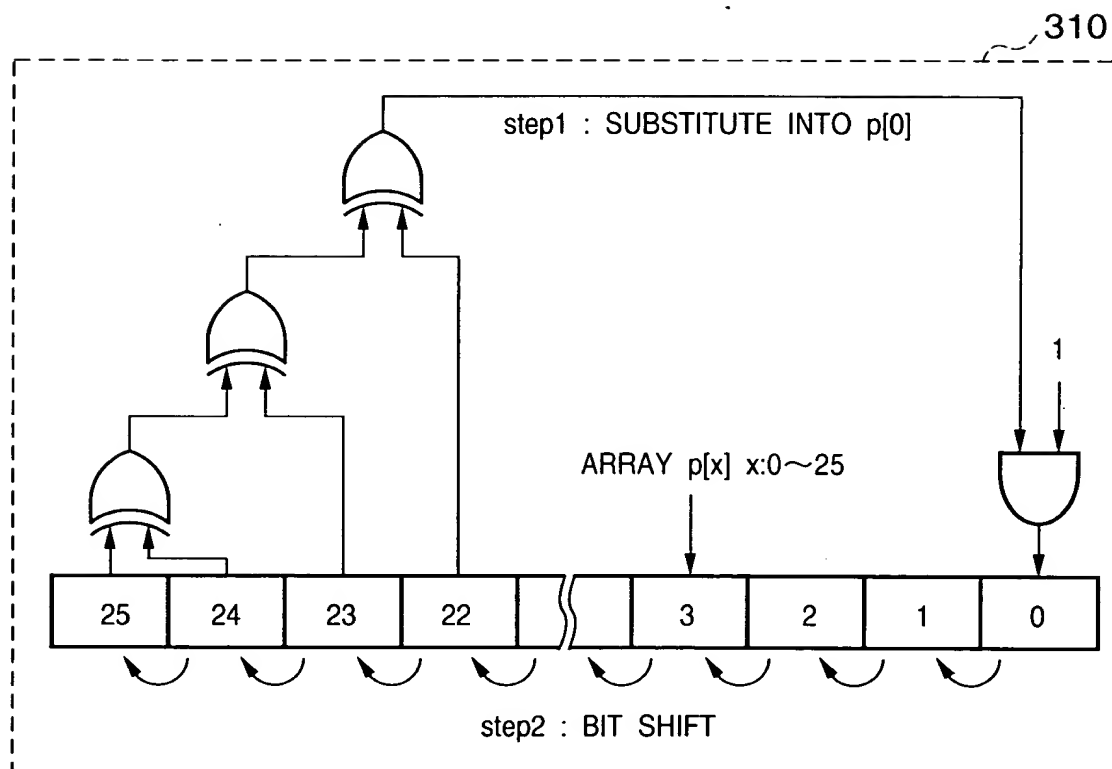
306

```

if(S'==15){ S = S'; }
else{      S = S' + m; }

```

FIG. 18



## FIG. 19

310

## INITIALIZATION

```
for(ii = 25; ii ≥ 0; --ii){p[ii] = 0; }
p[12] = 1;
```

## RANDOM-NUMBER GENERATION

```
p[0] = ( (p[25]^p[24]^p[23]^p[22]) & 1);
for(k = 24; k ≥ 0; --k){
  p[k+1] = p[k];
}
```

```
RANDOM NUMBER = (1-2 * p[22]) * (((p[15] * 64+p[16] * 32+p[17] * 16
+p[18] * 8+p[19] * 4+p[20] * 2+p[21]) * 17)/128);
```

GENERATED RANDOM NUMBER  
 $-17 \leq \text{RANDOM NUMBER} \leq 17$

00E00T' 6287960

## FIG. 20

313

```
if(D ≤ N1){  
    P1=RD/SL;  
}  
else if( (N1 < D) && (D ≤ N2) ){  
    P1=(RD-RD/SL) * (D-N1)/(N2-N1)+RD/SL;  
}  
else if( (N3 ≤ D) && (D < N4) ){  
    P1=(RD-RD/SL) * (N4-D)/(N4-N3)+RD/SL;  
}  
else if(N4 ≤ D){  
    P1=RD/SL;  
}  
else {  
    P1=RD;  
}
```

※ DISCHARGE ALL RESULTS OF DIVISION

2102

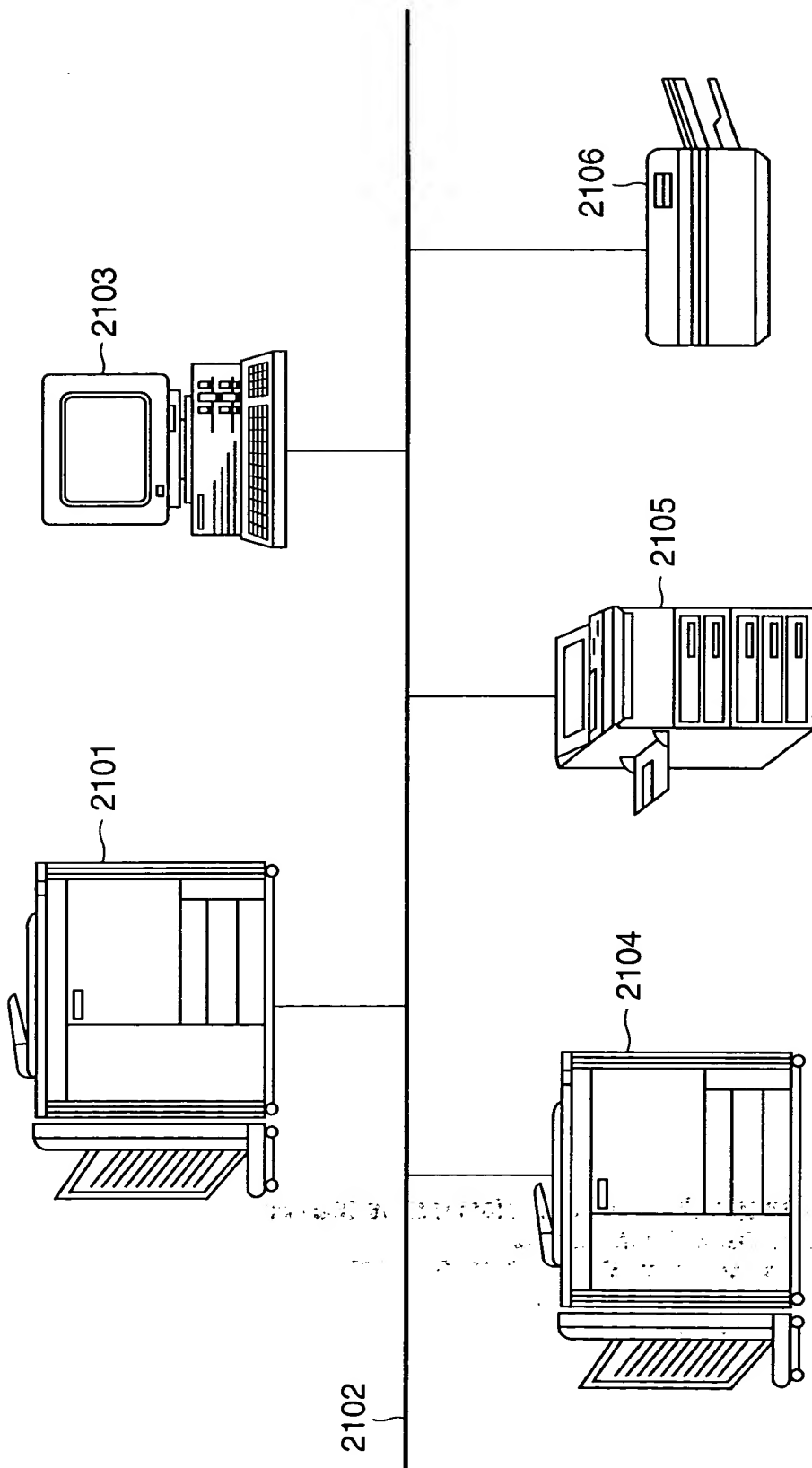


FIG. 22

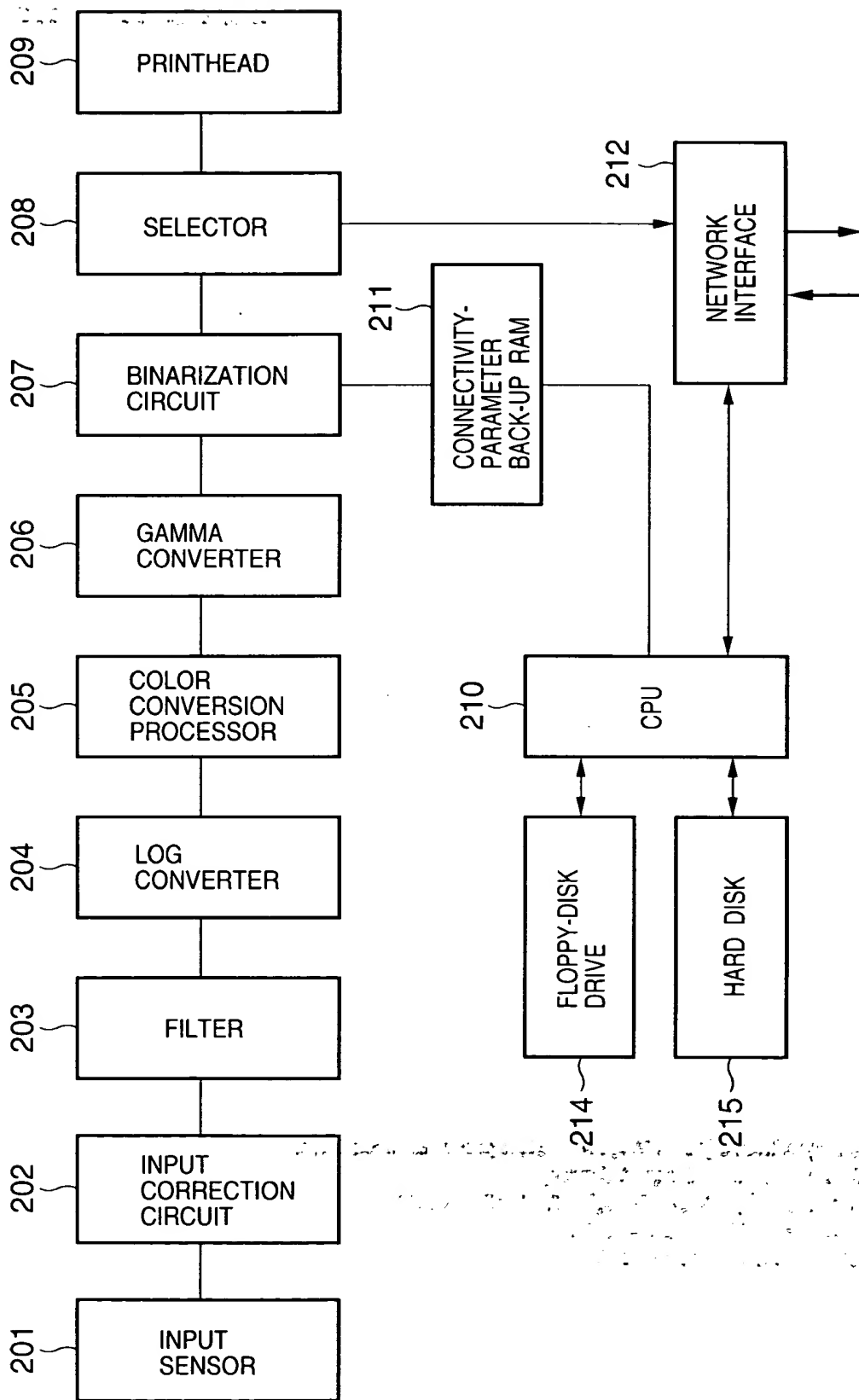


FIG. 23

